

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a game;
 - 5 a selection set including a plurality of player-selectable selections; a plurality of awards associated with the selections of the selection set; a display device adapted to display the player-selectable selections of the selection set; and a triggering event associated with said game, wherein after a first occurrence of the triggering event:
 - (a) a player is enabled to pick at least one of said plurality of selections in said selection set,
 - (b) the number of player-selectable selections in said selection set is reduced by at least one selection,
 - 15 (c) the player is enabled to pick from the reduced number of player-selectable selections upon a subsequent occurrence of said triggering event, and
 - (e) the player is provided the awards associated with the picked selections.
- 20 2. The gaming device of Claim 1, wherein said selection set includes a predetermined number of player-selectable selections.
3. The gaming device of Claim 1, wherein the game includes an award distributor, wherein said triggering event occurs when said award distributor generates at least one selection group activator symbol.
- 25 4. The gaming device of Claim 3, wherein the player is provided a predetermined number of generations of said award distributor in said game.

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5. The gaming device of Claim 3, wherein at least one of the awards associated with the selections of the selection set includes at least one additional generation by said award distributor.

5 6. The gaming device of Claim 3, wherein the player is provided an additional generation by said award distributor if said triggering event occurs and there are no selections available to be picked in the selection set.

10 7. The gaming device of Claim 1, wherein the display device is adapted to display the awards of the selection set separate from the selections with which the awards are associated.

15 8. The gaming device of Claim 1, wherein the awards are randomly associated with the selections in the selection set at a beginning of the game.

9. The gaming device of Claim 1, wherein the awards are randomly re-associated with the selections in the selection set after each pick of one of the selections by the player.

20 10. The gaming device of Claim 1, wherein the awards associated with the picked selections are revealed after each pick of one of said selections by the player.

25 11. The gaming device of Claim 10, wherein the display device is adapted to display the revealed awards associated with the picked selections until the end of the game.

30 12. The gaming device of Claim 1, wherein the awards associated with each of the selections picked by the player accumulate to a total award provided to the player.

13. The gaming device of Claim 1, wherein the picked selections are removed from the display after each pick of one of said selections by the player.

5 14. The gaming device of Claim 1, wherein the reduced number of player-selectable selections do not include selections picked by the player.

10 15. The gaming device of Claim 1, wherein the number of player-selectable selections is reduced after each pick of one of the selections by the player.

16. The gaming device of Claim 1, wherein the number of player-selectable selections in the selection set is reduced by a randomly determined number of selections.

15 17. The gaming device of Claim 1, wherein the number of player-selectable selections in the selection set is reduced by a predetermined number of selections.

20 18. The gaming device of Claim 1, wherein the number of player-selectable selections is reduced by the number of selections picked by the player.

25 19. The gaming device of Claim 1, wherein at least one of the awards associated with at least one of the selections not picked by the player is reassigned to a different one of the selections before the player is subsequently enabled to pick any of said selections from said set upon the subsequent occurrence of said triggering event.

20. The gaming device of Claim 1, wherein the player is enabled to pick at least one selection from the set of selections a plurality of times, wherein the number of selections in said set of selections is reduced for each pick of the selections.

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21. A gaming device comprising:
a game;
a plurality of selection sets, each selection set including a plurality of player-selectable selections;
10 a plurality of awards associated with the selections of the selection sets;
a display device adapted to display the player-selectable selections of the selection sets; and
a plurality of triggering events associated with said game, wherein upon an occurrence of at least one of the triggering events:

- 15 (a) a player is enabled to pick at least one of said plurality of selections in one of said selection sets,
(b) the number of player-selectable selections in said selection set is reduced by at least one selection,
(c) the player is enabled to pick from the reduced number of player-selectable selections in said selection set upon a subsequent occurrence of said same triggering event, and
20 (d) the player is provided the awards associated with the picked selections.

25 22. The gaming device of Claim 21, wherein each of said selection sets includes a predetermined number of player-selectable selections.

23. The gaming device of Claim 21, wherein at least two of said selection sets include a different number of player-selectable selections.

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24. The gaming device of Claim 21, wherein each triggering event designates a different one of the selection sets, and wherein the player is enabled to select at least one of the selections from said designated selection set after said triggering event occurs.

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25. The gaming device of Claim 24, wherein the designated selection set is based on a probability associated with said selection set.

26. The gaming device of Claim 25, wherein the probability
10 associated with one of the selection sets is higher than the probability associated with another one of the selection sets.

27. The gaming device of Claim 21, wherein upon an occurrence of
tat least one of the other triggering events, the player is enabled to pick at least
15 one of said plurality of selections in one of said other selection sets, the number of player-selectable selections in said selection set is reduced by at least one selection, the player is enabled to pick from the reduced number of player-selectable selections in said selection set upon a subsequent occurrence of said same triggering event.

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28. The gaming device of Claim 27, wherein each triggering event includes a visual designation of one of the selection sets.

29. The gaming device of Claim 28, wherein the designated selection
25 set is based on a probability associated with said selection set.

30. The gaming device of Claim 29, wherein the probability associated with one of the selection sets is higher than the probability associated with another one of the selection sets.

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31. The gaming device of Claim 21, wherein the game includes an award distributor, wherein one of the triggering events occurs when said award distributor generates at least one selection group activator symbol.

5 32. The gaming device of Claim 31, wherein the player is provided a predetermined number of generations by said award distributor in the game.

10 33. The gaming device of Claim 31, wherein the awards associated with the selections of at least one selection set include at least one additional generation by said award distributor.

34. The gaming device of Claim 21, wherein the game includes an award distributor, wherein one of the triggering event occurs when said award distributor generates one of a plurality of selection group activator symbols.

15 35. The gaming device of Claim 34, wherein each of said plurality of selection group activator symbols designates a different one of the selection sets, wherein the player is enabled to select at least one of the selections from said designated selection set.

20 36. The gaming device of Claim 35, wherein the designated selection set is based on a probability associated with said selection set.

25 37. The gaming device of Claim 35, wherein the player is provided an additional generation on said award distributor if one of the triggering events occurs and there are no selections available to be picked in the designated selection set.

30 38. The gaming device of Claim 21, wherein the display device is adapted to display the awards included in each selection set separate from the selections with which the awards are associated.

39. The gaming device of Claim 21, wherein the awards are randomly associated with the selections in one of the selection sets at a beginning of the game.

5 40. The gaming device of Claim 21, wherein the awards are randomly associated with the selections in the selection set after each pick by the player of one of the selections of said selection set.

10 41. The gaming device of Claim 21, wherein the awards associated with the picked selections are revealed after each pick of said selections by the player.

15 42. The gaming device of Claim 41, wherein the display device is adapted to display the revealed awards associated with the picked selections until the end of the game.

43. The gaming device of Claim 21, wherein the awards associated with each of the selections picked by the player accumulate to a total award provided to the player.

20 44. The gaming device of Claim 21, wherein the picked selections are removed from the display after each pick of said selections by the player.

25 45. The gaming device of Claim 21, wherein the selections which remain to be selected do not include selections picked by the player.

46. The gaming device of Claim 21, wherein the number of player-selectable selections is reduced after each pick of one of said selections by the player.

47. The gaming device of Claim 21, wherein the number of player-selectable selections in the selection set is reduced by a randomly determined number of selections.

5 48. The gaming device of Claim 21, wherein the number of player-selectable selections in the selection set is reduced by a predetermined number of selections.

10 49. The gaming device of Claim 21, wherein the number of player-selectable selections is reduced by the number of selections picked by the player.

15 50. The gaming device of Claim 21, wherein at least one of the awards associated with at least one of the selections not picked by the player is reassigned to a different one of the selections before the player is enabled to pick any of said selections from said set upon at least one subsequent occurrence of the triggering event in the game.

20 51. The gaming device of Claim 21, wherein the player is enabled to pick at least one selection from at least one set of selections a plurality of times, wherein the number of selections in said set of selections is reduced by a predetermined number of selections for each pick of the selections.

52. A method of operating a gaming device, said method comprising:
- (a) providing a game and a selection set associated with said game, said selection set including a plurality of selections;
 - (b) associating a plurality of awards with the selections of the selection set;
 - (c) providing a triggering event associated with the game, wherein after an occurrence of said triggering event, the gaming device:
 - i. enables a player to pick at least one of said plurality of selections in said selection set,
 - ii. reduces the number of player-selectable selections in said selection set by at least one selection, and
 - iii. enables the player to pick from the reduced number of selections in said selection set upon a subsequent occurrence of said triggering event in said game; and
 - (d) providing the player the awards associated with the picked selections.

53. The method of Claim 52, which includes enabling the player to pick from said selection set upon each subsequent occurrence of said triggering event until the reduced number of selections in said selection set is zero.

54. The method of Claim 52, wherein the triggering event and the subsequent occurrence of the triggering event are the same event.

25 55. The method of Claim 52, which includes randomly associating the awards with the selections in the selection set at a beginning of the game.

30 56. The method of Claim 52, which includes randomly associating the awards with the selections in the selection set before each pick of one of the selections by the player.

57. The method of Claim 52, which includes not displaying the picked selection from after each pick of said selection by the player.

58. The method of Claim 52, which includes reducing the number of 5 selections after each pick of one of the selections by the player.

59. The method of Claim 52, which includes reducing the number of selections by a randomly determined number of selections.

10 60. The method of Claim 52, which includes reducing the number of selections by a predetermined number of selections.

61. The method of Claim 52, which includes reducing the number of selections by the number of selections picked by the player.

15 62. The gaming device of Claim 52, wherein the reduced number of selections in said selection set include selections not picked by the player.

20 63. The method of Claim 52, which includes revealing the awards associated with the picked selections after each pick of said selections by the player.

64. The method of Claim 63, which includes displaying the revealed awards associated with the picked selections until the end of the game.

25 65. The method of Claim 52, which includes displaying the awards available in the selection set separate from the selections with which the awards are associated.

30 66. The method of Claim 52, which includes accumulating the awards associated with each selection picked by the player into a total award provided to the player.

67. The method of Claim 52, which includes reassigning at least one of the awards associated with at least one of the selections not picked by the player to a different selection in said selection set upon a subsequent occurrence of the triggering event.

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68. The method of Claim 52, which includes operating the gaming device through a data network.

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69. The method of Claim 68, wherein the data network is an internet.

70. The method of Claim 52, wherein computer instructions for implementing steps (a) to (c) are stored in a memory device.

71. A method of operating a gaming device, said method comprising:

15 (a) providing a game and a plurality of selection sets associated with said game, each said selection set including a plurality of player-selectable selections;

 (b) associating a plurality of awards with the selections of the selection sets; and

20 (c) providing at least one triggering event associated with the game, wherein, after an occurrence of said triggering event, said gaming device:

 i. enables a player to pick at least one of said plurality of selections in one of said selection sets,

25 ii. reduces the number of selections in the selection set by at least one selection, and

 iii. enables the player to pick from the reduced number of selections in said same selection set upon a subsequent occurrence of said triggering event; and

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 (d) providing to the player the awards associated with the picked selections.

72. The method of Claim 71, which includes enabling the player to pick at least one selection from at least one of the other selection sets upon at least one subsequent occurrence of another of the triggering events.

5 73. The method of Claim 71, wherein the triggering events are different events.

10 74. The method of Claim 71, which includes designating at least one selection set, wherein the player is enabled to select at least one of the selections from said designated selection set.

75. The method of Claim 74, which includes associating a probability with each selection set, wherein the designated selection set is based on the probability associated with said selection set.

15 76. The method of Claim 74, which includes associating at least one selection set with each triggering event in said game, wherein the selection set associated with one of the triggering events is designated upon the occurrence of said triggering event.

20 77. The method of Claim 74, which includes designating a plurality of selection sets, wherein the player is enabled to select at least one of the selections from said designated selection sets.

25 78. The method of Claim 71, which includes randomly associating the awards with the selections in at least one of the selection sets at a beginning of the game.

30 79. The method of Claim 71, which includes randomly associating the awards with the selections in at least one of the selection sets before each pick by the player of one of the selections of said selection set.

80. The method of Claim 71, which includes displaying the removal of the selection picked after each pick of said selection by the player.

81. The method of Claim 71, which includes reducing the number of
5 selections after each pick of one of the selections by the player.

82. The method of Claim 71, which includes reducing the number of selections by a randomly determined number of selections after each pick of one of the selections by the player.

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83. The method of Claim 71, which includes reducing the number of selections by a predetermined number of selections after each pick of one of the selections by the player.

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84. The method of Claim 71, which includes reducing the number of selections by the number of selections picked by the player.

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85. The method of Claim 71, which includes revealing the awards associated with the picked selections after each pick of said selections by the player.

86. The method of Claim 85, which includes displaying the revealed awards associated with the picked selections until the end of the game.

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87. The method of Claim 71, which includes displaying the awards available in each selection set separate from the selections with which the awards are associated.

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88. The method of Claim 71, which includes accumulating the awards associated with each selection picked by the player into a total award provided to the player.

89. The method of Claim 71, which includes reassigning at least one of the awards associated with at least one of the selections not picked by the player to a different selection in said selection set upon a subsequent occurrence of the triggering event.

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90. The method of Claim 71, which includes operating the gaming device through a data network.

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91. The method of Claim 90, wherein the data network is an internet.

92. The method of Claim 71, wherein computer instructions for implementing steps (a) to (c) are stored in a memory device.

93. A gaming device comprising:
a game;
a first selection set including a plurality of player-selectable selections;
a second selection set including a plurality of player-selectable
5 selections;
a plurality of awards associated with the selections of the selection sets;
a display device adapted to display the player-selectable selections of
the selection set;
a first triggering event associated with said game, wherein after a first
10 occurrence of the first triggering event:
(a) a player is enabled to pick at least one of said plurality of
selections in said first selection set,
(b) the number of player-selectable selections in said first selection
set is reduced by at least one selection, and
15 (c) the player is enabled to pick from the reduced number of player-
selectable selections in the first selection set upon a subsequent
occurrence of said first triggering event; and
a second triggering event associated with said game, wherein after a
first occurrence of the second triggering event:
20 i. the player is enabled to pick at least one of said
plurality of selections in said second selection set,
ii. the number of player-selectable selections in said
second selection set is reduced by at least one selection, and
iii. the player is enabled to pick from the reduced
25 number of player-selectable selections in the second selection
set upon a subsequent occurrence of said second triggering
event; and
wherein the player is provided the awards associated with the picked
selections.

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94. A method of operating a gaming device, said method comprising:
providing a game;
 providing a first selection set including a plurality of player-selectable selections;
5 providing a second selection set including a plurality of player-selectable selections;
 providing a plurality of awards associated with the selections of the selection sets;
 displaying the player-selectable selections of the selection set;
10 after an occurrence of a first triggering event associated with said game:
 (a) enabling a player to pick at least one of said plurality of selections in said first selection set,
 (b) reducing the number of player-selectable selections in said first selection set by at least one selection, and
15 (c) enabling the player to pick from the reduced number of player-selectable selections in the first selection set upon a subsequent occurrence of said first triggering event; and
 after a first occurrence of a second triggering event in the game:
 i. enabling the player to pick at least one of said plurality of selections in said second selection set,
20 ii. reducing the number of player-selectable selections in said second selection set by at least one selection, and
 iii. enabling the player to pick from the reduced number of player-selectable selections in the second selection set upon a subsequent occurrence of said second triggering event; and
25 providing the player the awards associated with the picked selections.

95. The method of Claim 94, which includes operating the gaming
30 device through a data network.

96. The method of Claim 95, wherein the data network is an internet.

97. The method of Claim 94, wherein computer instructions for implementation thereof are stored in a memory device.